初音ミク
HATSUNE MIKU
Project DIVA X
Instruction Manual
Illustration by KEI

初音ミク
HATSUNE MIKU
Project DIVA X

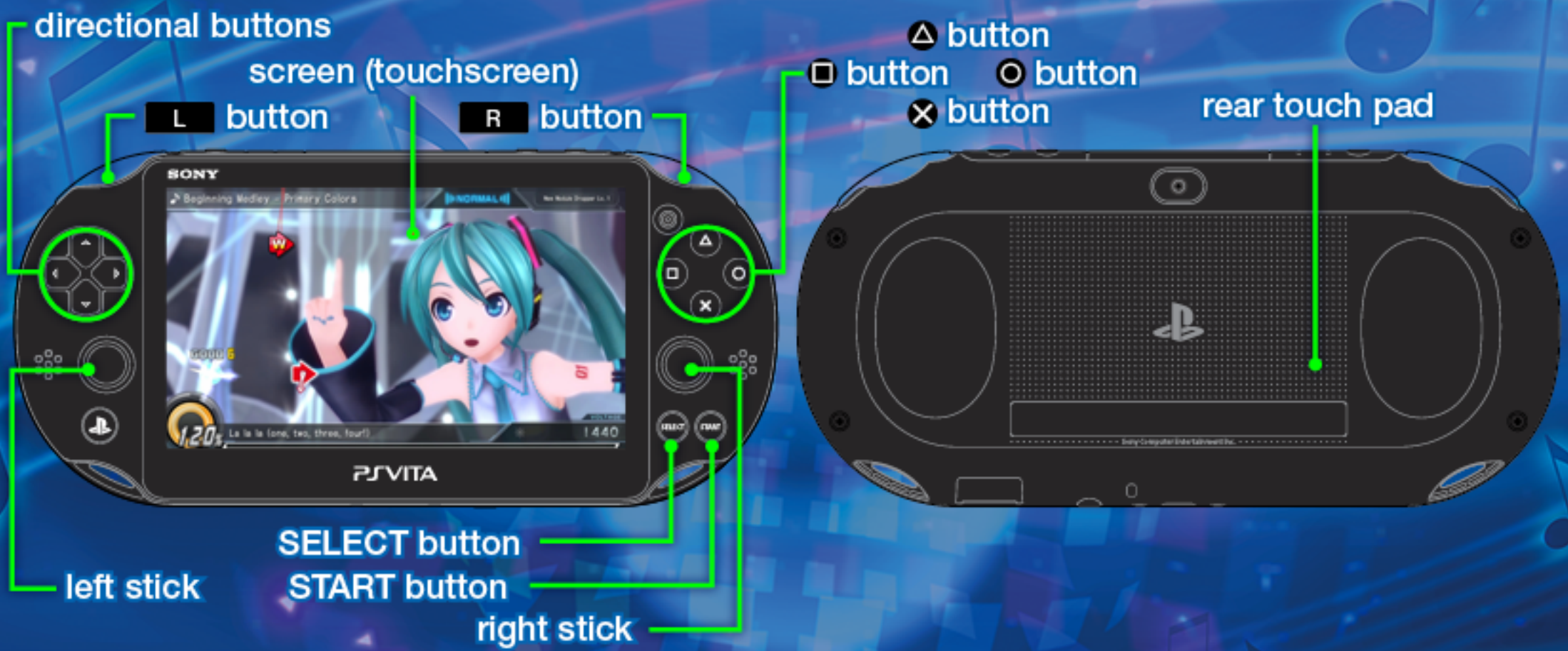
This manual introduces the basic controls of the game. For a more in-depth explanation of the controls and game features, please refer to the in-game tutorials and help messages.

Contents

PlayStation®Vita System 4
Cloud Requests 6
Free Play 11

Illustration by KEI

4 PlayStation®Vita System



PlayStation®TV

This game is compatible with PlayStation®TV.

Depending on your TV specs, you may experience display lag, where the game's sound and visuals feel slightly out of sync and affect your game experience. If you feel like Melody Icons are passing through the targets later than your button presses, select "Simple Timing Calibration" from the in-game Options to adjust the calibration.

Saving

Select "Options" → "Game Options" to set Autosave ON/OFF. When Autosave is set to ON, the game will be saved automatically when exiting the rhythm game, or after making changes to game settings. You can also save the game manually by selecting "Options" → "Save".

Play the rhythm game to advance the story, access new songs, and acquire new modules and accessories!

Melody Icons will drift in from all sides of the screen after ○, ☆ and other targets appear. Press the corresponding action button, or scratch/flick when the icon reaches its target. When you press the button, a COOL/GOOD Timing Grade will raise the Voltage Rate (the speed at which Voltage is earned), whereas a poor Timing Grade will cause it to drop. The rhythm game will not end while a song is in progress in this mode.

Melody Icons

These icons will fly towards targets from every direction.

Targets

Melody Icons will reach their targets right when the Timing Bar points directly upwards. Push the corresponding button or scratch/flick at the correct time to hit the target.

Matching Buttons

You can use the directional buttons instead of, or in tandem with the action buttons. For example, you can hit a ○ Target with either the ◉ button or the right button.

Flick/Scratch

When a ☆ icon reaches its target, push the left or right stick in any direction, or slide your finger on the screen (touchscreen).

✶ In "Options" ➔ "Game Options", you can set the scratch control surface to the touchscreen, the rear touch pad, both or OFF.

Double Targets

For Double Targets, shown right and identifiable by a capital "W", press both the directional button indicated and the matching action button at the same time the Melody Icon hits the target.

Long Targets

When you see an icon like this, press the required button as it hits its target, then hold it until the second icon arrives.

Rush Targets

Quickly press the required button repeatedly for the duration of the allotted time. Score will be racked up according to your performance!

Bonus Notes

Press the button as you would for a regular target. Hitting a Bonus Note successfully will raise your Voltage Rate by 5%!

Voltage Gauge

Well-timed button presses earn you Voltage, which gradually fills the Voltage Gauge. Fill the gauge before the song ends to clear that song! A higher Voltage Rate means the gauge will fill more quickly!

Technical Zone

This is a more challenging section of the song you need to clear without dropping your combo. The number of notes remaining is displayed at the top left of the screen. When this reaches zero, you'll earn bonus Voltage!

Chance Time

A star shaped gauge to the lower left of the screen means Chance Time has begun! Fill the gauge and scratch/flick the final Chance Target—a big yellow star—and watch your character Transform (change costume) live on stage!

* If the module your character changes into is one you don't already own, you will receive it upon clearing the song!

TIPS!

- Pay attention to the module effect when customizing your character.
- Each Request has an Aura Bonus associated with it.
- Choosing modules and accessories that match the Aura raises the Voltage Rate at the start of the song!
- Certain combinations of accessories add an additional bonus to the Voltage Rate. Try different combinations to see what works best!
- Increase your friendship with characters to bolster the effect of Bonus Notes!

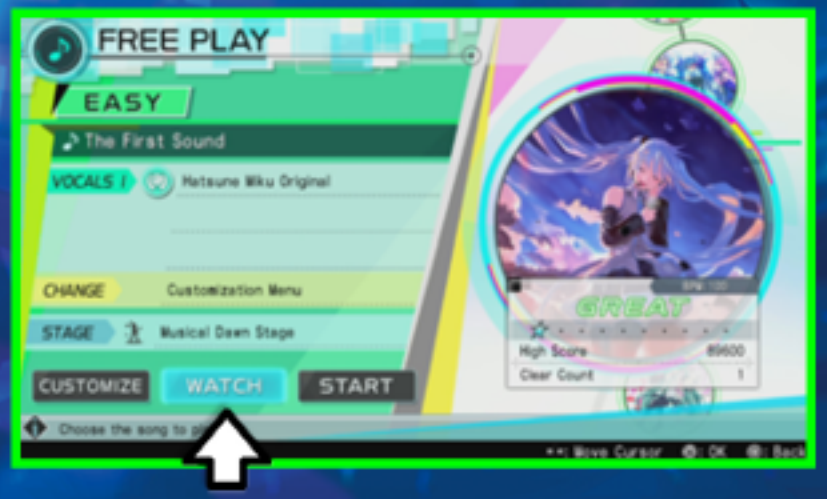
Free Play

In Free Play, you can select any song you have unlocked by completing Cloud Requests, and play it with any stage or module you like!

The Song Energy Gauge increases and decreases according to your performance. If the Gauge depletes completely, then the song will end abruptly. Well-timed button presses fill the Clear Rank Gauge quicker, which will determine your Clear Rank when you complete the song!

Modules and accessories cannot be earned in this mode.

Want to enjoy performances of your favorite tracks without playing the rhythm game? Simply select “WATCH” at the select screen!



© Crypton Future Media, INC. www.piapro.net piapro
© SEGA. SEGA, the SEGA logo and Project DIVA are either registered trademarks or trademarks of SEGA Holdings Co., Ltd. or its affiliates.
"PS","PlayStation", "PS VITA" and "LIVEAREA"are registered trademarks or trademarks of
Sony Computer Entertainment Inc.
Library programs © Sony Computer Entertainment Inc.
"Sony Entertainment Network" is a trademark of Sony Corporation.

This software uses specially-designed fonts created under license from FONTWORKS Inc. FONTWORKS and font names are trademarks or registered trademarks of FONTWORKS Inc.

The typefaces included herein are solely developed by DynaComware.

aes-20110912
Copyright © 1998-2010, Brian Gladman, Worcester, UK. All rights reserved.
The redistribution and use of this software (with or without changes) is allowed without the payment of fees or royalties provided that: source code distributions include the above copyright notice, this list of conditions and the following disclaimer; binary distributions include the above copyright notice, this list of conditions and the following disclaimer in their documentation. This software is provided 'as is' with no explicit or implied warranties in respect of its operation, including, but not limited to, correctness and fitness for purpose.

libogg-1.2.2
Copyright © 2002, Xiph.org Foundation

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

- Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.

- Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.

- Neither the name of the Xiph.org Foundation nor the names of its contributors may be used to endorse or promote products derived from this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS ''AS IS'' AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE FOUNDATION OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

libvorbis-1.3.2
Copyright © 2002-2008 Xiph.org Foundation

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

- Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.

- Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.

- Neither the name of the Xiph.org Foundation nor the names of its contributors may be used to endorse or promote products derived from this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS ''AS IS'' AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE FOUNDATION OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

For more information on this game,

please visit

www.sega.com

PLAYSTATION®VITA CARD PRECAUTIONS

- Keep the PS Vita game card out of the reach of small children to help prevent accidental swallowing.
- This game card is for use only with the PlayStation®Vita system. Use of this game card with other devices may damage the device or the game card.
- Do not touch the game card terminals with your hands or with metal objects.
- Do not allow the game card to come into contact with liquids. Do not bend or drop the game card or otherwise expose it to strong physical impact.
- Never disassemble or modify the game card.

PLAYSTATION®VITA CARD PRECAUTIONS

Do not use or store the game card in the following locations or under the following conditions:

- In a car with the windows closed (particularly in summer)/in direct sunlight/near heat sources
- In high humidity or corrosive environments.
- Be sure to insert the game card in the proper orientation.

The data on the game card may be lost or corrupted in the following situations:

- If the game card is removed from the system or if the system power is turned off while data is being read from or written to the game card.
- If the game card is used where it can be affected by static electricity or electrical noise.

If, for any reason, data loss or corruption occurs, it is not possible to recover the data. Backing up data regularly is recommended. Sony Computer Entertainment Inc. and its subsidiaries and affiliates will not be held liable for any damages or injury in the case of data loss or corruption.

GAME CARD FCC NOTICE - PART 1

This device complies with Part 15 of the FCC Rules.

Operation is subject to the following two conditions:

(1) this device may not cause harmful interference, and

(2) this device must accept any interference received,
including interference that may cause undesired operation

- This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

GAME CARD FCC NOTICE - PART 2

- However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

You are cautioned that any changes or modifications not expressly approved in this manual could void your authority to operate this equipment.

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

Software licensed for play on PlayStation®Vita systems in the Americas.
Use of this software and PSN℠ is subject to
applicable user agreements and privacy policies found at:

www.us.playstation.com/support/useragreements